

[0024] Referring now to FIG. 2 of the drawings, a control system 30 of the gaming machine 10 is illustrated. A program which implements the game 20 is run on a processor 32 of the control system 30. The processor 32 forms part of a controller 34 which drives the screen 16 and receives input signals from sensors 36. The sensors 36 include touch sensors mounted in the screen 16. The sensors 36 cooperate with the buttons 24 for causing symbols displayed on the screen 16 in the playing of the game 20 to "spin" as will be described in greater detail below.

[0025] The controller 34 also receives input pulses from a mechanism 38 indicating that the player has provided sufficient credit to begin playing. The mechanism 38 may be a coin input chute, a bill collector, a credit card reader, or other similar types of validation devices. Finally, the controller 34 also drives a payout mechanism which, for example, may be a coin output 40 for feeding coins to a coin tray 42.

[0026] The game 20 is constituted by symbols in the form of polyhedral elements 44 and, more particularly, cubic elements. Each cubic element 44 thus has six faces 46.

[0027] Various embodiments of the game will now be described with reference to FIGS. 3 to 5 of the drawings. Instead of spinning reels, the polyhedral elements 44 are used. Each element 44 is able to spin about a horizontal axis and a vertical axis to bring one of its faces 46 into view. In addition, the elements 44 are arranged in a three dimensional or perspective manner so that more than one face 46 is visible. Hence, as shown in FIGS. 3 to 5 of the drawings, a front face, a top face and a side face 46 of each element 44 are visible.

[0028] As illustrated in FIG. 3 of the drawings, each element 44 is a representation of a die. Instead, as shown in FIGS. 4 and 5, each element 44 may carry various other indicia on its faces 46.

[0029] Prizes are paid to the player depending on the combination that is spun up on one or more of the elements 44. The winning combinations could be patterns of numbers or symbols similar to spinning reel games, or could be a function of the numbers, or could be as a result of poker-type hands, or the like. It will be appreciated that the ways in which winning combinations are determined are much more numerous and versatile than in the case of conventional spinning reels games, poker games, keno or bingo games, or the like. For example, winning patterns could be displayed on the payable and could apply when they come up anywhere on the screen or on specified paylines.

[0030] In another embodiment, particularly with reference to FIG. 3 of the drawings, the prizes could relate to the sum of the numbers on all or a subset of the dice. For example, if the sum of a row is greater than 20 then a prize of 500 credits may apply whereas a sum of 16 to 19 may pay 100 credits, etc.

[0031] In FIG. 3, the game 20 shows a typical 3x5 layout as commonly found in a spinning reel game as applied to a dice game. Thus, the elements 44 represent dice. Paylines pass through the elements 44 in the conventional manner, bearing in mind that zigzag paylines are also possible and prizes are awarded depending on winning combinations appearing on the paylines.

[0032] However, in addition, in this game the sum of the dots on the front faces 46 of the elements 44 may also pay

prizes. Hence, the total sum on the faces of five dice making up a payline award predetermined prizes such as:

Total	Prize/Credits
30	10000
25 to 29	100
20 to 24	50
15 to 19	10
10 to 14	5
5	5000

[0033] Referring now to FIG. 4 of the drawings yet a further embodiment is shown. In this case, indicia on the faces 46 of the elements 44 are standard spinning reel-type indicia. Horizontal, vertical and zigzag paylines are applicable to this game 20. In addition, indicia on the side faces and top faces also result in winning combinations if they appear on the relevant paylines. Still further, wins may be achieved for scatter-type combinations.

[0034] Referring finally to FIG. 5 of the drawings yet a further embodiment of the game is shown. In this embodiment, there are many possibilities as to how the results may be interpreted and prizes paid and a multi-step process is employed. In this process a win may be determined by a symbol and a number. Looking at a centre payline 48, in the first column an "A" indicium appears on the face 46 of the element 44. Adjacent to it, in the second column, an indicium "5" appears. Then the product of the these two is applicable to award a prize for 5xA. The black faces 46 in the fourth column may serve as wild cards so that, once again, on payline 48 a prize for 3xK is payable if a right-to-left payout is also applicable.

[0035] In addition, the vertical pattern in the fourth column and in the fifth column may pay prizes. In respect of the fifth column there is the possibility of three prizes being paid for 3xK, 3xQ and 3xJ by incorporation of all the visible faces.

[0036] For embodiments where the elements 44 are represented with the appearance of being three dimensional objects, there could be an animation sequence that simulates the opening of the elements 44 as if they are boxes. Thus, predetermined trigger conditions or winning combinations are defined such that, if they appear, then one or more of the elements 44 will "open up" to reveal the prize that is to be awarded. Instead, bonus symbols may be shown on one or more faces 46 of one or more of the elements 44. In addition to standard pays, any time that the bonus symbol is revealed that face 46 opens to reveal an instant bonus prize.

[0037] Hence, the star in the second column in the display shown in FIG. 5 of the drawings may be a bonus symbol such as the automatic payment of a prize of 100 credits. The prize is revealed to the player by the symbol 46 "opening up".

[0038] Hence, it will be appreciated that by having polyhedral elements or elements 44 instead of spinning reels, a large number of possibilities for gaming machine games is possible with a wide variety to suit players and to maintain interest of the players.

[0039] It will be appreciated by persons skilled in the art that numerous variations and/or modifications may be made